

VISIT...

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Tutor Teaching Tips

Castles (Q)

MATERIALS

Leveled reader

Graphic organizer

Game cards;
Game boards

Graphic organizer;
Leveled reader

Before Reading



3–5 minutes

BUILD BACKGROUND: Ask: *Have you ever been to or seen a castle? Where? What did it look like?*

PREVIEW THE BOOK: Show the child the front and back covers of the book, and read the title. Ask: *What do you think this book is about?*

Open the book to the table of contents and read the chapter titles.

Point out the word *nobles* on page 4 and have the child find it in the glossary. Read the definition with the child. Explain that the child can use the glossary to find words written in bold in the text.

Look at each photograph and illustration in the book and point out the captions. Explain that each caption tells something about the picture.

During Reading



10–15 minutes

Ask the child to read pages 4–14 aloud. If the child has difficulty, read the pages together. Then ask the child to read them independently. Have the child work out unfamiliar words by looking at the letters and word parts. Tell the child to think what word makes sense in the sentence. If the child cannot work out the word, tell him/her. Have the child reread the sentence with the word and then continue reading.

After Reading



10–15 minutes

RETELL: Ask the child what he/she learned about castles from reading pages 4–14. If necessary, prompt by asking: *What else did you learn?*

GRAPHIC ORGANIZER: Go through each chapter on pages 4–14 with the child and help him/her pick out the main points. You may want to have the child mark important points with a highlighter pen as you find them together. Then help the child write a short summary of each chapter in his/her own words on the graphic organizer, using the main points highlighted in the book.

CRITICAL THINKING: Ask the child if he/she would like to live in a castle, and to explain why or why not.

VOCABULARY GAME: Place the cards face down in a stack. Take turns selecting word cards and reading the words. Each player who has the word on the card on their game board is to draw an X through the word on their board. Help the child if he/she cannot find the word, and allow the child to draw an X through the word. The first player to fill the game board with Xs wins the game.

Home Connection

Have the child finish reading the book at home. Have him/her complete the graphic organizer after reading the rest of the book.

What Is a Castle?
The First Castles
Outside the Castle
Inside the Castle
Built for Defense
People In and Around the Castle
Castles and War

INSTRUCTIONS: Find the key points or most important information in each chapter and highlight it. Then use the highlighted text to write a summary of each chapter.

Leveled Reader

Game Cards

Castles (Q)



battering ram	mott and bailey	palisade	crenelations
tower	stables	catapult	taxes
trebuchet	nobles	castle	keep
commoner	peasants	turrets	moat
notch	dungeon	feast	king

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moat	peasants	commoner	trebuchet
catapult	palisade	mott and bailey	dungeon
king	crenelations	turrets	nobles
keep	notch	battering ram	feast